SNS-AWFE-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Mega Moves * hold Button L during sequence

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BRET HART - Butt flip

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Nintendo

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DO YOU LIKE YOUR WRESTLING RAW?

Do you like your wrestling wild and furious? Are you prepared to experience the most realistic mat action ever? Are you ready for the next generation in professional wrestling excitement? Then you're ready for RAW™!

All the greatest superstars of the World Wrestling Federation® are right here, from the [illegible] and the [illegible] in the master of [illegible] and the legendary Bret "Hit Man" Hart!™

You can battle in one-on-one or tag team action, wage war in a wild six-on-one bout, take part in a brutal Royal Rumble®, engage in the four-on-four fury of the Survivor Series®, or set up your own singles or tag team tournament action!

No matter how you play, RAW™ provides the grittiest action ever! Battle in and out of the ring! Unleash spectacular aerial maneuvers! And add a series of Incredible Megalloves to your repertoire!

It's the wildest wrestling action you've ever seen! It's a new generation in pure wrestling excitement! It's all-new, all-action, all-raw! It's RAW™!

BEFORE THE OPENING BELL

LOADING:

1. Make sure the power switch is OFF.

2. Insert the RAW™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a three- or four-player game, plug in a Super Multitap™ (sold separately) at this time as described in its instruction manual.

NOTE: RAW™ SUPPORTS THE SUPER MULTITAP™ ONLY. OTHER MULTI-PLAYER ADAPTERS WILL NOT WORK WITH THIS GAME.

3. Turn the power switch ON. When the RAW™ title screen appears, press the START button.

SO MANY WAYS TO WRESTLE RAW!

With RAW™, you have dozens of ways to play! Up to four players can compete in singles or tag team action, raw endurance matches, Royal Rumble® or Survivor Series® bouts, or tournament play!

RAW™ senses how many controllers are plugged into your Super Nintendo Entertainment System®. If you wish to add more, do so, then hit reset.

After loading your game cartridge and pressing the START BUTTON, you will see the first of several selection screens. Use the UP and DOWN CONTROL PAD to make your choice on each screen and the B BUTTON to select the option.

- CHOOSE THE NUMBER OF PLAYERS YOU WANT (Choose from one to four players.)
- CHOOSE THE TYPE OF MATCH YOU WANT:

(a) ONE-ON-ONE (either one-fall, brawl, or tournament format)

(b) TAG TEAM (either one-fall, brawl, or tournament format)

(c) SURVIVOR SERIES®

(d) ROYAL RUMBLE®

(e) BRAWLAM (either one-fall, brawl, or tournament format)

(f) RAW ENDURANCE MATCH

- CHOOSE THE DIFFICULTY LEVEL AT WHICH YOU WANT TO PLAY (on a 1 to 10 scale, with 10 being the hardest)
- CHOOSE WRESTLERS YOU WANT TO SELECT YOUR OPPONENTS OR HAVE THE COMPUTER CHOOSE THEM.
- CHOOSE WRESTLERS

Press LEFT and RIGHT on the CONTROL PAD to scroll through all 12 wrestlers. Press any button to select. To see their attributes, press the SELECT BUTTON.

ATTRIBUTES

Just as every wrestler in the World Wrestling Frederation® is different, so is every wrestling game. Only RAW™ brings each individual wrestler's true attributes to life, making this the rawest, most realistic wrestling around! RAW™ takes into account the most important aspects of a wrestler's ring abilities, so you can be sure that all the action is as close to real as can be!

While selecting a wrestler, press the SELECT BUTTON to see his or her attributes screen. Each wrestler is rated on Speed, Strength, Stamina and

Weight using a 1 to 10 scale, with 10 being the highest. A wrestler's unique combination of attributes reflects their degree of both mental and physical toughness, affecting their wrestling style and strategies.

SPEED determines how quickly the wrestler can maneuver.

STRENGTH measures a wrestler's overall might. An important indicator of a given grappler's power when punching, kicking or doing power moves.

WEIGHT is a factor which can affect the damage done by landing on an opponent when executing moves such as the elbowdrop or splash. A high weight will also prevent some wrestlers from having certain strength-requiring moves done to them.

STAMINA lets you know how much juice this wrestler has. High stamina means a wrestler will recover energy quickly.

In WCW Raw™, however, attributes are only part of the equation. Once the adrenaline starts flowing and a wrestler gains momentum, he's capable of moves that the numbers say shouldn't be possible. This means, for example, that although a given wrestler may start a match with inferior strength, he will become more able to administer brutal abuse if he has the agility to punish his opponent early and often. To view each wrestler's attributes see the individual profiles on pages 11-22.

RULES FOR WRESTLING RAW!

A ONE-ON-ONE one-fall bout finds two grapplers competing to pin the other's shoulders to the canvas for a three-count by the referee. Before a wrestler can be pinned, though, he or she has to be worn down. Strength meters for each wrestler appear on screen depicting exactly how much strength he or she has left. The lower his or her energy, the better your chances of pinning that opponent. Remember: These are the world's greatest athletes, so that's a job easier said than done! When wrestling outside the ring, all moves are legal. As soon as a wrestler leaves the ring, the referee begins a 10-count. A wrestler will be counted out if he or she fails to return to the ring before the count reaches 10. Wrestlers cannot be pinned outside the ring.

BRAWL matches, whether one-on-one, bedlam or tag team, are vicious matches without a referee. Anything goes, from eye gouges to chokeholds. There are no pins and no disqualifications, only the will to win and the wiles to do so! The match continues until one competitor loses his strength to carry on.

TOURNAMENT play pits one wrestler against all the others in your choice of one-fall or tag team matches. In a tag team tournament, your

duo must triumph over five other teams. The makeup of opposing teams and the order in which you face them is random.

TAG TEAM matches make for plenty of RAW™ action! In order for one team to win a match, one of the wrestlers on the opposing team must be pinned. When the strength of your wrestler is low, it's time to tag your teammate, who will come in to replace you. Pressing the B BUTTON will tag your "illegal" tag team member outside the ring, making him legal and allowing him to come in and fight the opposing wrestler. After your tag teammate enters the ring, you have until the ref counts 10 to leave it. The player outside the ring is able to hit or grab an opponent inside the ring. If that wrestler returns to the ring illegally, he or she will be subject to a ten count.

BEDLAM equals a thunderous thumping as you and a chosen teammate try to outwit and outwrestle two opposing wrestlers in a match that only ends when both of the opposing wrestlers have been pinned or counted out. When one wrestler is pinned, he leaves the ring, so for at least some of the match there will be a brutal two-on-one situation! Once a player is counted out or pinned, he or she leaves the ring and is now considered illegal.

SURVIVOR SERIES® matches pit four wrestlers against four other grapplers in a grueling contest of expanded tag team action. All four men on one team must be eliminated in order to become the Survivor Series® champion!

ROYAL RUMBLE® rules are for wrestlers who really like it RAW™! The match starts with two competitors in the ring. Wrestlers enter the ring at regular intervals until there are six wrestlers between the ropes! When one wrestler is eliminated from the match by being thrown out of the ring, a new wrestler enters until all 12 men have competed in the bout! If your wrestler is eliminated, you may elect to come in again as the next wrestler by pressing any button when you hear the bell ring. The match continues until only one grappler remains in the ring!

RAW ENDURANCE matches mean mayhem! You can use up to six wrestlers against as many as six determined opponents in a grueling series of one-on-one contests that are waged to a pinfall finish. When one wrestler is pinned, the next member of his team enters immediately, giving the winner no recovery time. The last warrior standing wins! Can you outlast this outrageous onslaught?

PASS is the option to choose if you're really ready to do it Raw, when selecting wrestlers for a multi-player match! Selecting Pass when it's time to choose your 2nd through 6th wrestlers forgoes all further choices, giving you the chance to prove your wrestling skill using a smaller team. Thus, using the Pass feature allows you to fight one-on-two, two-on-four, even six-on-one, pitting your brave grapplers against a larger, meaner team!

BASIC MOVES AND MANEUVERS

Here are the essential basics you need to get started:

To move around the ring, press UP, DOWN, LEFT, or RIGHT on the CONTROL PAD.

To RUN across the ring, press the Y BUTTON.

To PUNCH your opponent, press the B BUTTON.

To KICK your opponent, press the X BUTTON.

To trap your opponent in a LOCK UP, press the X BUTTON when close to your opponent. While in a lock up, a meter displaying advantage will appear above your head. Pressing any button repeatedly will increase your advantage and, hence, your ability to execute offensive moves.

To lock up your opponent in a SLEEPER HOLD, walk behind and slightly above your opponent and press the X BUTTON.

You can DROPKICK your standing opponent by first running at him (press Y BUTTON), then pressing the B BUTTON. If opponent is running at you, you can dropkick him by pressing the A BUTTON.

You can deliver a FLYING ELBOWDROP to your fallen opponent by first running at him, then pressing the B BUTTON.

If opponent is running at you, pressing the B BUTTON will execute a HIP TOSS or BACK BODY DROP depending on which wrestler you are.

To leave the ring, press the CONTROL PAD to move your man into the front or side of the ropes and press the Y BUTTON. [NOTE: In a tag team match, exiting the ring near your partner's corner constitutes a tag and will bring your partner into the action.]

To switch player control with your CPU controlled teammate, press the LEFT trigger and SELECT BUTTONS together. When these are pressed, you will immediately control another member of your team and the computer will take control of your man. The ring bell will sound to indicate that the switch has been made.

To TAG your teammate, move next to him and press the B BUTTON.

To pause the action, press the START BUTTON. [NOTE: Pressing the START BUTTON again will resume the action. Pressing the SELECT BUTTON will cause you to exit the match and return to the main screen.]

When your opponent is lying on the mat and you're standing, you have five options:

1) STOMP your opponent by pressing the A BUTTON while you're in front of your opponent.
2) SPLASH your opponent by pressing the B BUTTON while you're behind your opponent.
3) ELBOWDROP your opponent by pressing the B BUTTON while you're in front of your opponent.
4) KNEEDROP your opponent by pressing the A BUTTON while you're behind your opponent.
5) Try to PIN your opponent by pressing the X BUTTON. To roll off the pin, press the L or R BUTTON.

TURNING THE TURNBUCKLE TO YOUR ADVANTAGE

To deliver an elbowdrop from the turnbuckle, first move your man into a corner, then press UP on the CONTROL PAD to climb to the top turnbuckle. Once you've climbed the turnbuckle, press any button to unleash a flying smash! [NOTE: To climb back down from the turnbuckle, press DOWN on the CONTROL PAD.]

To throw your opponent into the turnbuckle, whip the lock up using the Y BUTTON near the top of the ring. Once they are on the turnbuckle, you can throw a running shoulder into them by pressing the Y BUTTON and running into them. To pummel them mercilessly, climb the turnbuckle and press the B BUTTON to punch repeatedly.

WRESTLE DEFENSIVELY!

Sometimes, the best offense is a good defense:

If you find yourself losing a lock up, press the A BUTTON to try to break your way out of it.

If you're being pinned, press any button to try to kick out.

If stunned, press any button to regain your wits.

If your opponent drops you to the mat with his offensive attack, press UP or DOWN on the CONTROL PAD to roll out of the way.

MORE MOVES

ILLEGAL MOVES

During a brawl, outside the ring, or when the referee is knocked out, anything goes! Eye gouges and chokeholds are routine, as well as smashing chairs and buckets over your opponent's skull. To pick up or put down either the chair or the bucket, press the X BUTTON.

To execute an overhead smash with bucket or chair, press the Y BUTTON.

To do a sideswipe/ jab with bucket or chair, press the A BUTTON.

To ring the bell with your opponent's head, press the Y BUTTON out of a lock up, throwing him into the bell.

To eye gouge your opponent, press the LEFT Trigger.

To grip your opponent in a chokehold, press the RIGHT Trigger.

SPECIAL MOVES

Each wrestler has individual signature moves that they use to stunning effect on their opponents. These are situational specialties that each wrestler has perfected. These are often used as finishing moves, the *coup de grace* they happily administer to their weakened prey. See Wrestler Profiles to learn more about these and many more!

MEGAMOVES!

Wrestling action this raw requires a new generation of moves and maneuvers, so RAW™ wrestlers have developed an all-new series of unique MegaMoves.

STRATEGIES FOR THE SQUARED CIRCLE

- In tag team, Royal Rumble™, and Survivor Series™ bouts, beware of being double-teamed by your opponents—and keep an extra-close eye on your power meter!
- Try mixing up your attack to confuse your opponent! Blend running maneuvers and sure-footed offensive moves! When he thinks you're going to keep it on the ground, go to the air! And when he least expects it, unleash your MegaMove!

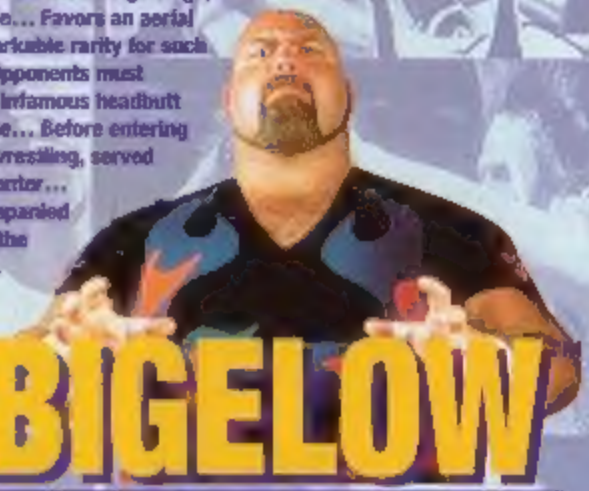
1-2-3 KID™ is the lightest competitor in the World Wrestling Federation™, but don't let that fool you... This 6', 212-pounder is incredibly agile and daring... Prides himself on having scored upset victories over many top opponents.... Has repertoire which blends technical precision with blinding speed... A master of hundreds of unique maneuvers. His best known and most feared move is the Moonsault.

1-2-3 KID™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR IN/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE:	MOONSAULT	AFTER STAGGERING OPPONENT, CLIMB THE ROPES, THEN PRESS RIGHT TRIGGER.				
ATTRIBUTES:	SPEED 10	STRENGTH 4	STAMINA 5	WEIGHT 4		

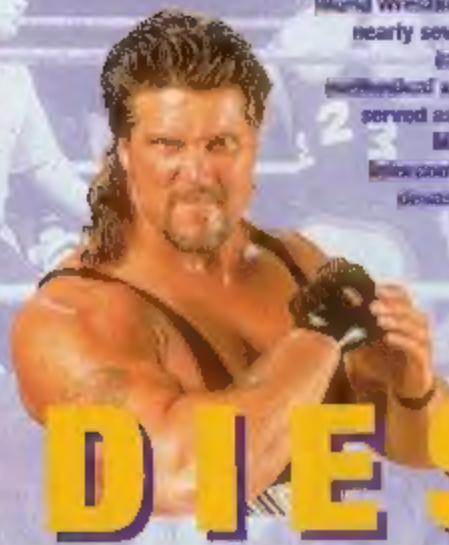
BAM BAM BIGELOW™ is a frightening sight, with his bald head tattooed with flames!... Stands 6'4" and weighs 360 pounds... Though large, is incredibly agile... Favors an aerial attack, a remarkable rarity for such a big man.... Opponents must beware of his infamous headbutt off the top rope... Before entering professional wrestling, served as a bounty hunter... is often accompanied to the ring by the bizarre Luna™.



BAM BAM BIGELOW

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR IN/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE:	HEADBUTT OFF TOP ROPE	WHEN OPPONENT IS LYING NEAR UPPER TURNBUCKLES, CLIMB THE ROPES AND PRESS RIGHT TRIGGER.				
ATTRIBUTES:	SPEED 6	STRENGTH 6	STAMINA 8	WEIGHT 8		



DIESEL™ is the tallest competitor in the World Wrestling Federation™... Standing nearly seven feet tall... Quiet and intense, this muscle is as methodical as they come... Formerly served as a bodyguard to Shawn Michaels™... is the former Intercontinental Champion... His devastating Jackknife power bomb has derailed the careers of dozens of unfortunate victims.

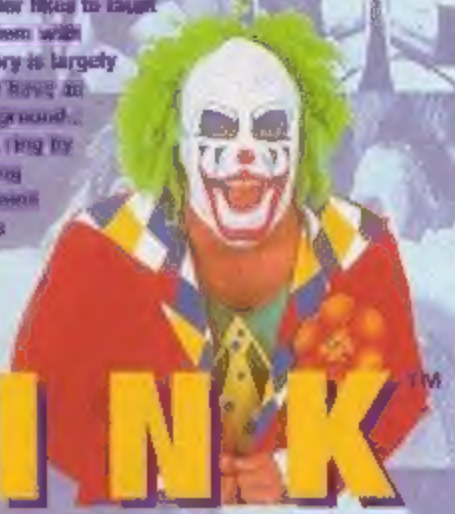
DIESEL™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	BOOT	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: JACKKNIFE — WHEN OPPONENT IS LOW ON ENERGY, LOCK UP AND PRESS THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 5 STRENGTH 6 STAMINA 6 WEIGHT 9

DOINK™ may look like a clown, but his opponents know he doesn't fool around inside the ring... The 6', 243-pounder likes to taunt his opponents by soaking them with buckets of water... His history is largely unknown, but he appears to have an accomplished athletic background... is often accompanied in the ring by Dink, a midget clown wearing similar face paint... When Doink treats his competition to the Whoopee Cushion, it's no laughing matter.

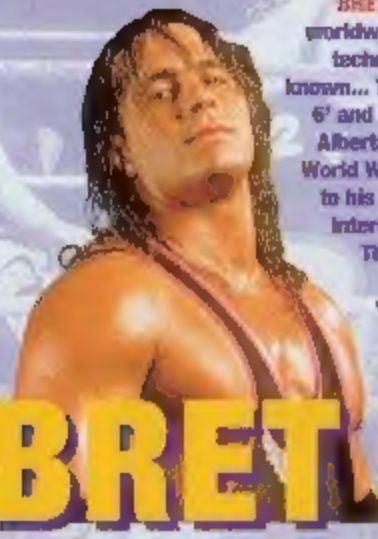


DOINK™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: WHOOPEE CUSHION — WHEN OPPONENT IS LYING NEAR AN UPPER TURNBUCKLE, CLIMB THE ROPES AND PRESS RIGHT TRIGGER.

ATTRIBUTES: SPEED 8 STRENGTH 5 STAMINA 7 WEIGHT 6



BRET HART™ is acknowledged worldwide as one of the greatest technicians the sport has ever known... Though relatively small at 6' and 234 pounds, this Calgary, Alberta, Canada, native has two World Wrestling Federation® titles to his credit... Has also held the Intercontinental and Tag Team Titles... His "Sharpshooter" legiock highlights his "excellence of execution" ring style.

BRET HART™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: SHARPSHOOTER — WHEN OPPONENT IS LYING ON MAT AND LOW ON ENERGY, WALK TO OPPONENT'S FEET AND PRESS THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 8 STRENGTH 5 STAMINA 8 WEIGHT 5

OWEN HART™ is the brother of two-time World Wrestling Federation® champ Bret Hart™... At 5'11", 227 pounds, is physically similar to "The Hitman"... Their sibling rivalry runs deep... Possesses an extensive scientific repertoire like his brother, but is far more aggressive and willing to break the rules... Captured the King of the Ring™ crown in 1994... Also uses the Sharpshooter move...

OWEN HART™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALLAWAY SLAM	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: SHARPSHOOTER — WHEN OPPONENT IS LYING ON MAT AND LOW ON ENERGY, WALK TO OPPONENT'S FEET AND PRESS THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 8 STRENGTH 7 STAMINA 6 WEIGHT 7

LEX LUGER™ is an all-American mountain of muscle... This Atlanta, Georgia, native stands 6'5" and weighs 265 pounds... A former professional bodybuilder... His ring repertoire is strong on power moves such as the Headslam and tailaway slam... Once bodyslammed the massive Yokozuna™ aboard the USS Intrepid!

LEX LUGER™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEADBLAM	FALLAWAY SLAM	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: RUNNING FOREARM — OUT OF A LOCK UP, THROW OPPONENT INTO THE FAR ROPES. BOUNCE LEX OFF THE NEAR ROPES, THEN PRESS THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 7 STRENGTH 7 STAMINA 7 WEIGHT 5

LUNA™ may be the most bizarre woman wrestler on the planet... This 5'5", 135-pound lass claims she can match skills with any man in the sport... One side of her shaved head is covered with tattoos—of human veins!... A high-energy perpetual-motion ring style confounds foes... Her hyperactive shrieking at ringside often lends moral support to Bam Bam Bigelow™... Opponents see nothing but darkness when she applies her famed Luna Eclipse.

LUNA VACHON™

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD BLAM	DDT	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: LUNA ECLIPSE — WHEN OPPONENT IS LYING NEAR AN UPPER TURNBUCKLE, CLIMB THE ROPES WHILE PRESSING THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 8 STRENGTH 6 STAMINA 8 WEIGHT 4

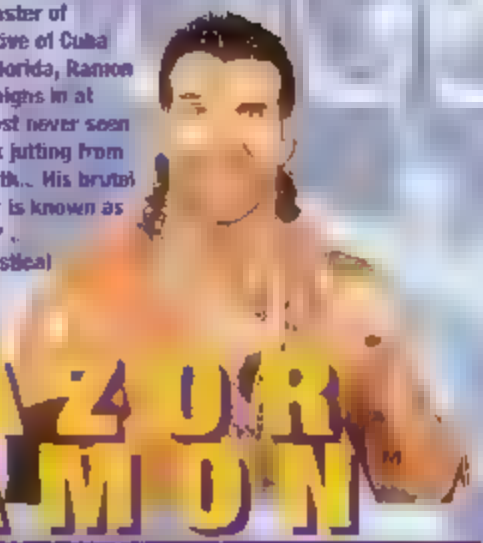
SHAWN MICHAELS calls himself "the custom-made wrestler of the '90s"... This egotistical mat technician stands 6'1" tall and weighs 234 pounds... Claims that he is "the sexiest man alive"... Incredibly fast, agile, and knowledgeable... A former World Wrestling Federation Intercontinental Champion... A master of suplexes, his own Slingshot Suplex is rightly respected by all save the foolhardy.

SHAWN MICHAELS™

SKILLS						
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/KICK UP OR PUT DOWN RING CHAIN (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	FALLAWAY SLAM	DELAYED SUPLEX	THROW INTO ROPES OR IN/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: SLINGSHOT SUPLEX — AFTER STAGGERING OPPONENT MOVE BEHIND OPPONENT THEN PRESS RIGHT TRIGGER

ATTRIBUTES: SPEED 6 STRENGTH 8 STAMINA 6 WEIGHT 7



RAZOR RAMON is the self-proclaimed "bad guy" and "master of machismo"... A native of Cuba by way of Miami, Florida, Ramon stands 6'1" and weighs in at 287 pounds... Almost never seen without a toothpick jutting from the side of his mouth... His brutal finishing maneuver is known as "The Razor's Edge"... As cocky and egotistical as he is talented.

RAZOR RAMON™

SKILLS						
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/KICK UP OR PUT DOWN RING CHAIN (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALLAWAY SLAM	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR IN/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU RE STANDING, OPPONENT IS DOWN	ELBOWDROP SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: RAZOR'S EDGE — WHEN OPPONENT IS LOW ON ENERGY LOCK UP AND PRESS THE RIGHT TRIGGER

ATTRIBUTES: SPEED 8 STRENGTH 7 STAMINA 7 WEIGHT 8

THE UNDERTAKER™ is as mysterious as he is dangerous... This bizarre individual, who hails from Death Valley, stands 6'10½" and weighs 328 pounds... is managed by the equally macabre Paul Bearer... The urn carried by Paul Bearer seems to hold some mysterious power over Undertaker... His finishing maneuver is appropriately known as the Tombstone piledriver.

THE UNDERTAKER™

B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	[illegible]
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE [illegible], OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: TOMBSTONE PILEDRIVER — WHEN OPPONENT IS LOW ON ENERGY, LOCK UP AND PRESS THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 3 STRENGTH 7 STAMINA 9 WEIGHT 7

You know the names, you know the moves –

YOKOZUNA™ is one of the most massive competitors in the World Wrestling Federation*... He stands 6'4" and weighs in at an incredible 568 pounds... A native Polynesian, this enormous grappler traveled to Japan, where he received extensive training in sumo wrestling... A two-time World Wrestling Federation* champion... Beware his Banzai Drop!... Managed by Mr. Fuji.

YOKOZUNA™

B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	BOT	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		

SPECIAL MOVE: BANZAI DROP — WHEN OPPONENT IS LYING NEAR AN UPPER TURNBUCKLE, CLIMB THE ROPES WHILE PRESSING THE RIGHT TRIGGER.

ATTRIBUTES: SPEED 4 STRENGTH 6 STAMINA 6 WEIGHT 10

what are you waiting for?! **GET RAW!**

SPECIAL MOVES

WRESTLER	MOVE	SITUATION
1-2-3 KID™	MOONSAULT	After staggering opponent, climb the ropes, then press the RIGHT Trigger.
BAM BAM BIGELOW™	FLYING HEADBUTT OFF TOP ROPE	When opponent is lying near upper turnbuckles, climb the ropes and press the RIGHT Trigger.
DIESEL™	JACKKNIFE	When opponent is low on energy, lock up and press the RIGHT Trigger.
DOINK™	WHOOPEE CUSHION	When opponent is lying near an upper turnbuckle, climb the ropes and press the RIGHT Trigger.
BRET HART™	SHARPSHOOTER	When opponent is lying on mat and low on energy, walk to opponent's feet and press the RIGHT Trigger.
OWEN HART™	SHARPSHOOTER	When opponent is lying on mat and low on energy, walk to opponent's feet and press the RIGHT Trigger.
LEX LUGER™	RUNNING FOREARM	Out of a lock up, throw opponent into the far ropes. Bounce Lex off the near ropes, then press the RIGHT Trigger.
LUNA VACHON™	LUNA ECLIPSE	When opponent is lying near an upper turnbuckle, climb the ropes while pressing the RIGHT Trigger.
SHAWN MICHAELS™	SLINGSHOT SUPLEX	After staggering opponent, move behind opponent, then press the RIGHT Trigger.
RAZOR RAMON™	RAZOR'S EDGE	When opponent is low on energy, lock up and press the RIGHT Trigger.
THE UNDERTAKER™	TOMBSTONE PILEDRIVER	When opponent is low on energy, lock up and press the RIGHT Trigger.
YOKOZUNA™	BANZAI DROP	When opponent is lying near an upper turnbuckle, climb the ropes while pressing the RIGHT Trigger.

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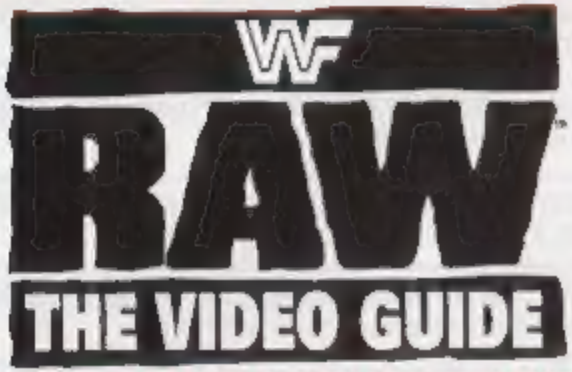

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